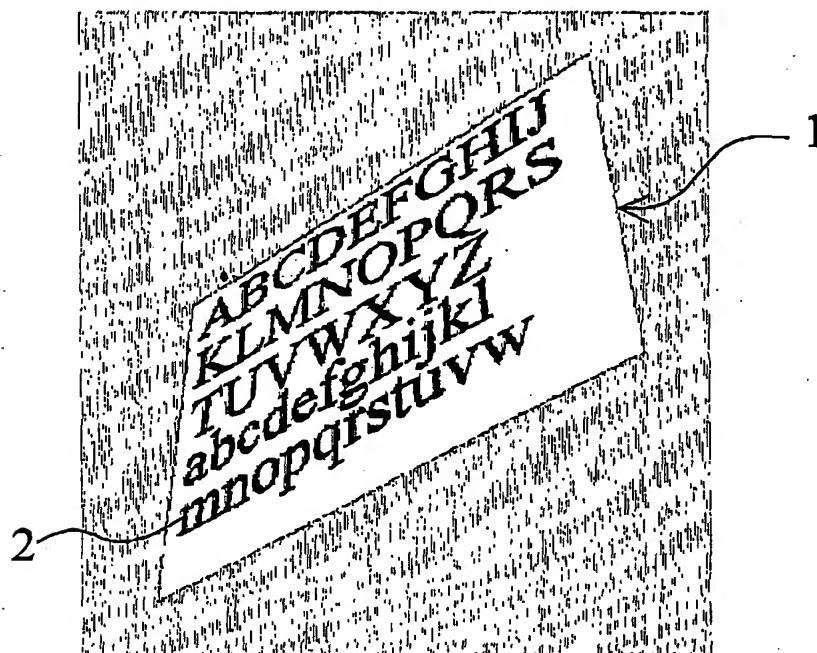
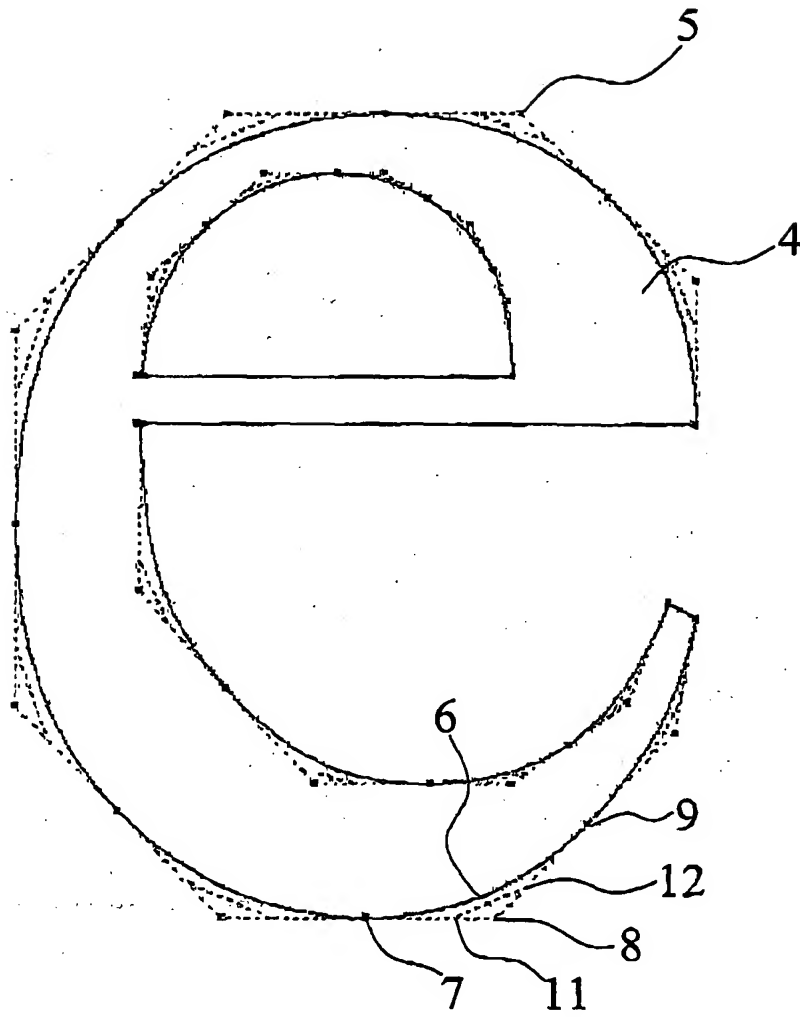


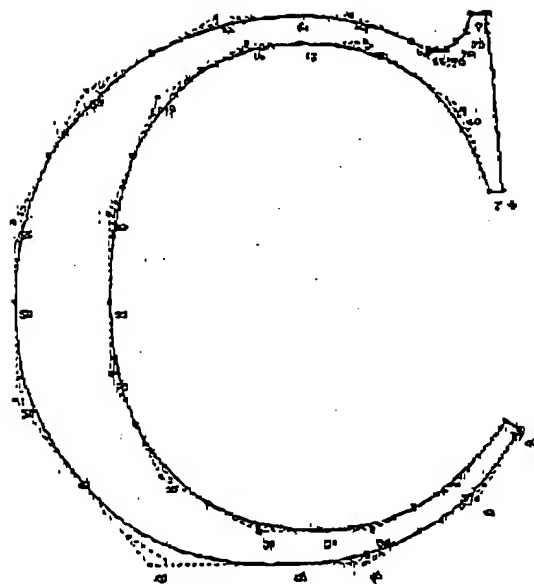
*Fig 1*



*Fig 2*



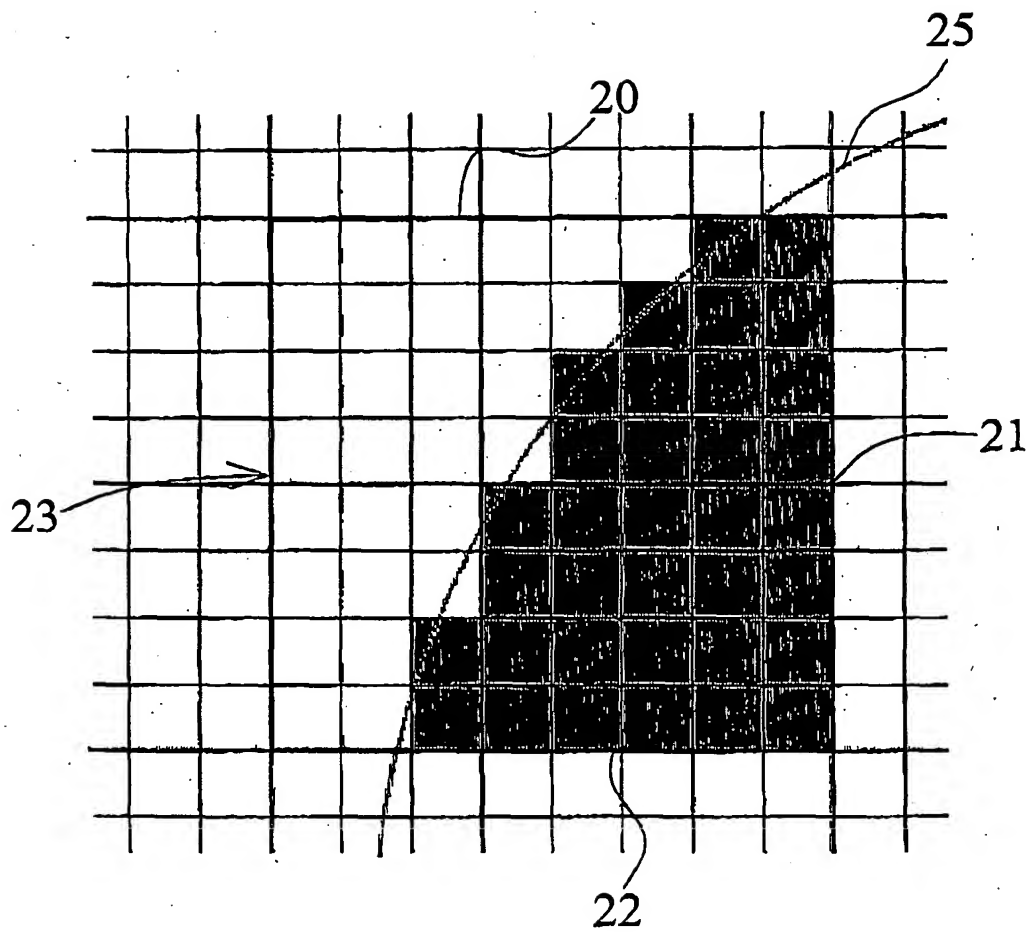
*Fig 3*



*Fig 4A*

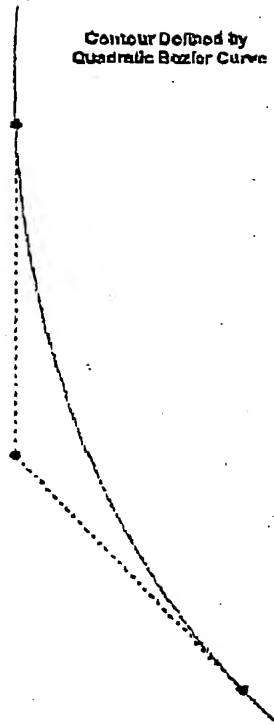


*Fig 4B*



*Fig 5*

Contour Defined by  
Quadratic Bezier Curve

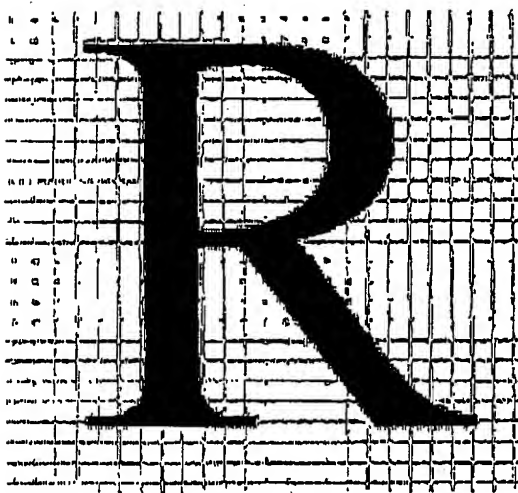


*Fig 6A*

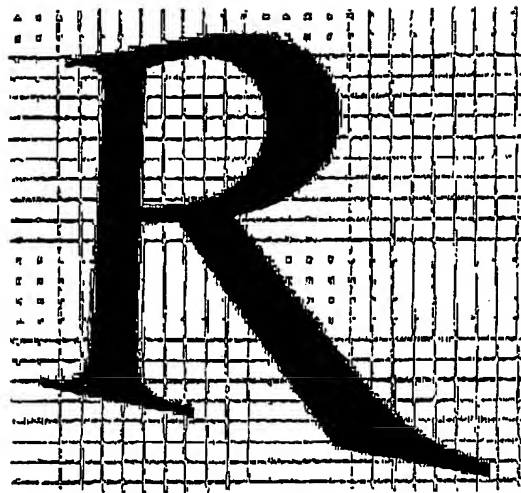
Quadratic Bezier Curve  
Subdivided into a  
Cubic Bezier Curve



*Fig 6B*



*Fig 7A*



*Fig 7B*

**Start**

Flow of characters comes in from a Text Formatter

Characters are accessed directly from Font File as table of raw Quadratic Bezier Curves and Lines

These are converted to Cubic Bezier Curves

The required text is drawn on a 2D page as *control points* only (no contours)

**Each Change in Orientation**

Each point is given a z axis value of 0

The page is rotated in 3D space to the desired orientation

The xyz points are translated to a 2D surface (xy points only)

Text is drawn in memory (as contours) to a grid 8X8 times the pixel surface

Text contours are filled

Text is reconstructed on a destination bitmap at the original size

Edges are antialiased to background at  $1/64^{\text{th}}$  pixel precision

**Fig 8**